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[project_cyberspace.png]
Project Cyberspace

Essay / Interconnected technology

Preface:

The project cyberspace is not listed like a normal article. It is more a philosophical view of different thoughts that are poured into
software. Since the beginning of my technical career I am interested in the (from philosophy, art, culture and software) different ideas and
concepts of cyberspace. Personally, I see cyberspace as a visual representation of current technical reality, with its own culture, rules and
regulations and digital social development. The representation, view or general implementation of a dataspace can differ considerably from a
general representation, which may be due to the fact that the concept of cyberspace (or virtual reality) is still too imprecisely defined for
my scientific views.
[vr_cyberspace.png]

This essay is in constant development and will take a very long time to finish, please take this into account. Thank you. In addition,
individual chapters can be revised, checked for errors and updated with new data.

External influences

In the first section we will look at the influences, inspirations and other ideas that have flowed into the project. We will try to keep to a
chronological order, but in some places we will have to go some side roads that end in dead ends. This should help me to understand all the
points of the thought path I have taken so far. Nor will I perhaps quote well-known films, works or other sources, as they were (for me) not
important enough for a body of thought. War Games is a film worth mentioning, but not in the context of virtual worlds.

Films, Series and Literature:

The first real influence or image representation of a space (within a technical system) was the film TRON from 1982, which I had only seen in
1986 and was shown again in the cinema due to a high demand. I quickly understood the very abstract concept of a user in the computer and I was
fascinated by the idea. After that, The Lawnmower Man was impressed. I perceived the film more as a psycho/horror film and was fascinated by
computer animation. I also asked myself how responsibility can be defined in a virtual reality, since in most cases this is linked to reality.
In the last section of this paragraph, Matrix from the trilogy of the Wachowski sisters is mentioned here. This film has inspired me in many
philosophical questions and thoughts.

From the realm of anime, the Blame! (Log 1-6) Works inspired. Just because the Mangaka publishes very little about the interpretation of his
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Arrow keys: Up and Down to move. Right to follow a link; Left to go back.
H)elp O)ptions P)rint G)o M)ain screen Q)uit /=search [delete]=history list

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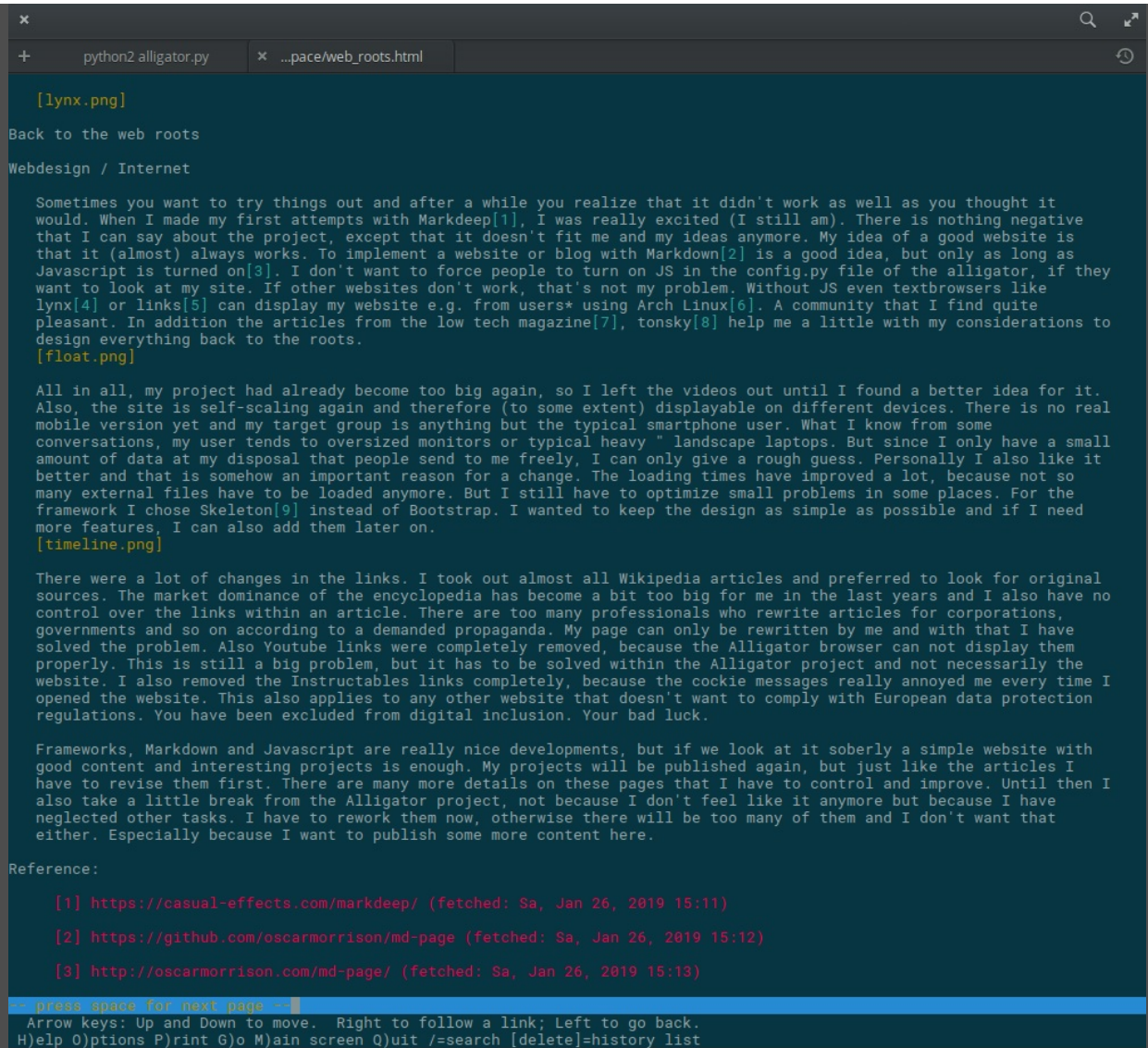
## Back to the web roots

Sometimes you want to try things out and after a while you realize that it didn't work as well as you thought it would. When I made my first attempts with [Markdeep](#), I was really excited (I still am). There is nothing negative that I can say about the project, except that it doesn't fit me and my ideas anymore. My idea of a good website is that it (almost) always works. To implement a website or blog with [Markdown](#) is a good idea, but only as long as [Javascript is turned on](#). I don't want to force people to turn on JS in the config.py file of the alligator, if they want to look at my site. If other websites don't work, that's not my problem. Without JS even textbrowsers like [lynx](#) can display my website e.g. from users\* using [Arch Linux](#). A community that I find quite pleasant. In addition the articles from the [low tech magazine](#), [tonsky](#) help me a little with my considerations to design everything back to the roots.

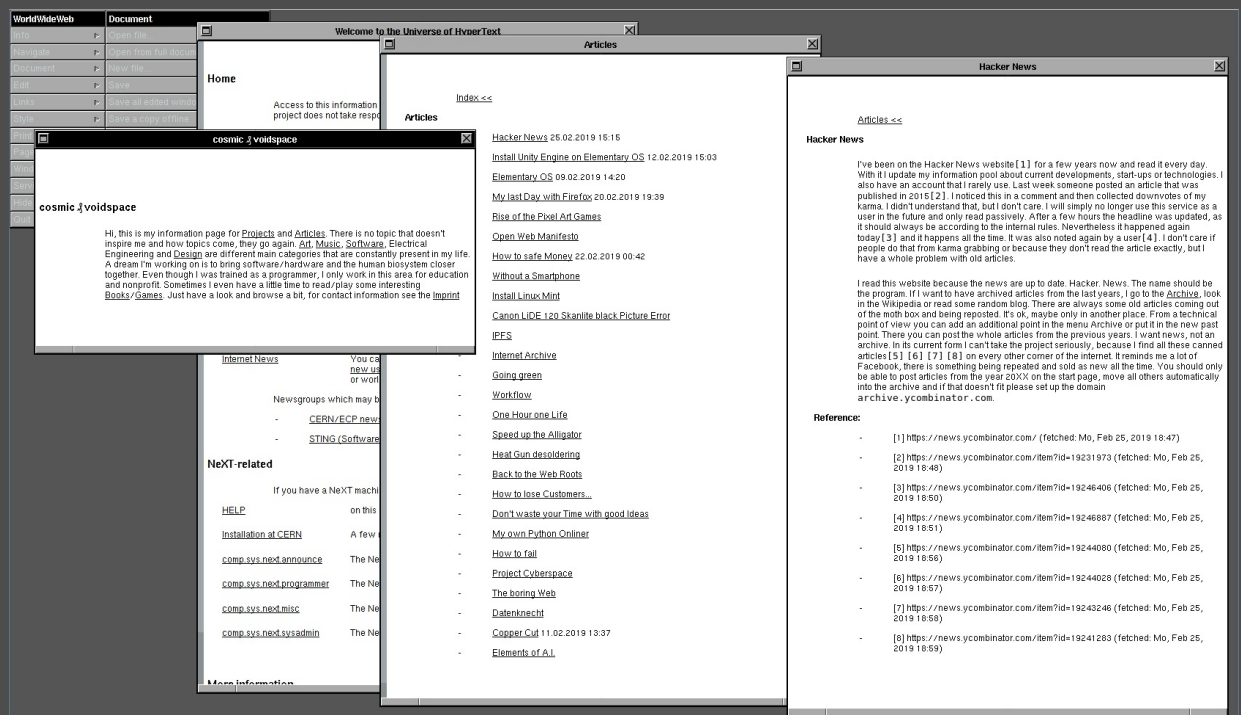
All in all, my project had already become too big again, so I left the videos out until I found a better idea for it. Also, the site is self-scaling again and therefore (to some extent) displayable on different devices. There is no real mobile version yet and my target group is anything but the typical smartphone user. What I know from some conversations, my user tends to oversized monitors or typical heavy " landscape laptops. But since I only have a small amount of data at my disposal that people send to me freely, I can only give a rough guess. Personally I also like it better and that is somehow an important reason for a change. The loading times have improved a lot, because not so many external files have to be loaded anymore. But I still have to optimize small problems in some places. For the framework I chose Skeleton instead of Bootstrap. I wanted to keep the design as simple as possible and if I need more features, I can also add them later on.

There were a lot of changes in the links. I took out almost all Wikipedia articles and preferred to look for original sources. The market dominance of the encyclopedia has become a bit too big for me in the last years and I also have no control over the links within an article. There are too many professionals who rewrite articles for corporations, governments and so on according to a demanded propaganda. My page can only be rewritten by me and with that I have solved the problem. Also Youtube links were completely removed, because the Alligator browser can not display them properly. This is still a big problem, but it has to be solved within the Alligator project and not necessarily the website. I also removed the Instructables links completely, because the cookie messages really annoyed me every time I opened the website. This also applies to any other website that doesn't want to comply with European data protection regulations. You have been excluded from digital inclusion. Your bad luck.

Frameworks, Markdown and Javascript are really nice developments, but if we look at it soberly a simple website with good content and interesting projects is enough. My projects will be published again, but just like the articles I have to revise them first. There are many more details on these pages that I have to control and improve. Until then I also take a little break from the Alligator project, not because I don't feel like it anymore but because I have neglected other tasks. I have to rework them now, otherwise there will be too many of them and I don't want that either. Especially because I want to publish some more content here.



To improve the overview of my articles, I have reworked the HTML a little. Instead of the links I now show the sources as footnotes. This makes my source code more readable and also in textbrowsers you can read the text more fluently now. I personally like this better because I can now concentrate more on the content. When links are displayed normally, I tend to quickly open a new tab and get distracted. It also looks a little more professional now.



I'm just clicking through the project of a CERN team. They have rebuilt the first web browser and there are some points I really like. The design is not so bad and the different fonts are easy to read. I like it when the windows adapt to the content. I also like it when a window always opens for a new page, so you don't get tempted to have too many pages open at the same time. This is a point I

tried with my [Alligator browser](#). Although the CERN browser has been developed for a desktop interface, it should also work in [dwm](#). What struck me was that the web pages are loaded really fast. Of course there are no pictures available, which reduces the loading time, but still it works really nifty. Why I write all this down here is another reason. I would like it again if websites were more modular. In Minecraft, you have a common basis as a framework and the mods are then the individual websites. If you want to include a page in your project, you can simply enter a command in the terminal and download the part from the other project. Since all users have a common base, this can be automatically added by the system. Unfortunately this will probably not be possible, because people always want to have individual websites [or destroy the web](#). Nevertheless I keep the idea in the back of my mind.